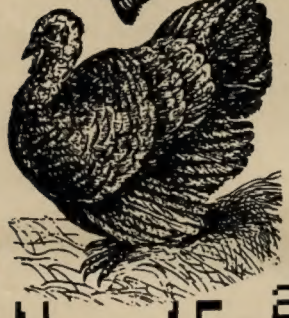
MILATARI

Milwaukee Area Atari Users Group

Vol. 5 Nbr. 12 | Price $2.00 | November 1986



MILATARI EVENTS

Nov 15

2:15 ST SIG & C/action Class

3:30 DEMOS

4:15 Business Meeting & Votes

Armbruster School
7000 Greenway
Greenfield,WI

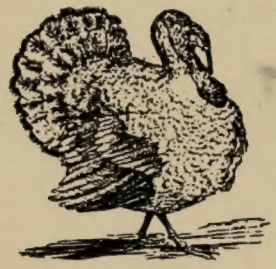
Nov 17 7:15PM Board Meeting Ground Round Hwy100 & Bluemound

Dec 3 7:30PM Word Processing Workshop

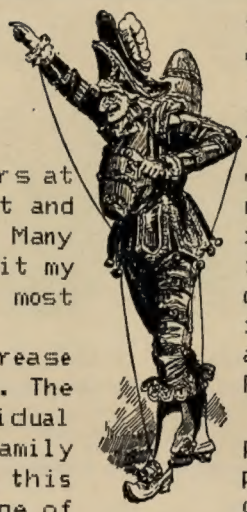
Waukesha State Bank Community Room 110 Madison St

Well worth the trip! Call Dave Frazer 542-7242 for more info

Dec 20 MILATARI WINTER CONTEST / PARTY



The President's Notes
by Ron Friedel



We had a good turn-out of members at the Board Meeting last Monday night and had a long and productive session. Many things were discussed but I will limit my report to those things that are most important.

First of all, we voted to increase the dues starting in January of 1987. The new dues will be $20 for an individual membership and $25 for a family membership. You may prepay your dues this November or December to take advantage of the old rate. Your renewal will, of course, take effect when your present membership expires.

We again discussed the possibilities of moving from our Saturday meeting site to some other place. Those who would like us to move from Armbruster School will make a presentation at the November general meeting on Saturday, Nov. 15. We will take a vote, of the members that are present, on the question of the possible move. So it is important that you attend this next meeting and make your vote count. We will continue to hold meetings at Armbruster till at least the end of this year regardless of the vote.

Carl Mielcarek, who is in charge of our parties, talked about the Christmas programming contest at the last meeting. He was able to get some money to buy worthwhile prizes that will be given to the winners of the contest. We will have various categories so the young will have an equal chance with the old to win a prize. So those of you that enjoy a challenge might sit down with paper, pencil and computer and get to work. Carl is already starting to think about the Christmas party and would ask at this time that the members bring something to eat to the party. Bring the usual sweets; cookies, cake, and candy.

The MILATARI BBS has been upgraded to run at 1200 baud. Other changes have come with the upgrade. The members of MILATARI will have the highest of the normal access levels while non-members will have to upload to reach the highest levels. So call 414-781-5710 and take a look.

A demo of POWERSTAR was sent to the club with permission to place the demo in the library and on the BBS. POWERSTAR is a cartridge based text/graphics adventure for the 8-bit Ataris. It has been favorably reviewed in ANTIC, ANALOG and The Atari Explorer. We can place a group order for this software for interested members. The amount of discount varies but if 5 members place an order together, the individual price is about $17.50, or a discount of 50%. Anyone that is interested in this offer should call me at 354-1717 and I'll put you on the list. Look for the POWRSTAR file on the MILATARI BBS.

This mornings' newspaper had a full page ad from Apple telling about their new promotion. It is called "They're demonstrating at the mall this weekend" or "Apple Open House." Why can't Atari do something similar? I am almost certain that the local Atari user groups would be happy to work at the malls so the program could work pretty inexpensively. I think that all we would ask is that Atari pay the mall charge, do a little newspaper advertising, and supply a few computers and software. How about it, Atari?

A generic users group called C.L.U.B. 84 is having a Computer Swap Meet on Saturday, November 15th., from 10AM to 2PM. This swap meet will be held at the Caledonia Community Center (On the north side of Racine), 6156 Douglas Ave. (Hwy. 32 & 5 Mile Rd.). They are advertising Atari equally with Commodore so perhaps there will be some Atari stuff for sale. For answers to any questions, call 414-764-6461 (Oak Creek) weekdays from 7 to 9 PM.

I am still offering to hold a beginners SIG at my house on the Tuesday night before the monthly Saturday meeting. The next Tuesday meeting would be on November 11th. We would start at 6:30 - 7:00 and run till 9:00 - 9:30. Bring your questions and problems; its' your SIG. Call me at 354-1717 for directions to my house.

Looking forward to seeing the rest of you on November 15th at Armbruster School.

A Case For UWM by Dennis Wilson

Those of you that were at the last two club meetings are aware that we will shortly be making a decision regarding where we will be meeting. As I pointed out at the last meeting, this last month I have been looking into possible meeting sites at the University of Wisconsin-Milwaukee. For a number of months, we have been discussing the possibility of such a move at the board meetings, but noone seemed able to obtain any definite information. We were fortunate to have a faculty member, join our club. In discussing this matter with him, I was gratified to learn of his ability and willingness to help us. He arranged to give me a tour of some possible meeting sites. During this tour, I toured three buildings as possible meeting sites. All three had a hall where we might hold the business meetings and demonstrations, all had classrooms where we might hold classes surrounding the main hall, all had parking lots adjacent or nearby, and all had access areas close to the building for unloading heavy items. Best of all, both the meeting areas and parking are free. In addition to the areas I toured, our President, Ron Friedel, is employed by the university, and he has indicated that there is even another area where we might meet.

What then are the advantages or disadvantages to the club of moving our location? The advantages I believe far ourweigh the alternatives. First, the obvious advantage to moving is the cost. Our present meeting site is costing us close to $70 per month. The sites at the university are free. Secondly, I believe we have an opportunity to expand our membership significantly if we move. If we move, we can put up notices around the campus and draw on the considerable population of the university for new members. This campaign, if successful, would in turn provide more revenue for the club. The arguements against the move are that 1) the present site is alright and meets our needs for space, and that 2) we might be "kicked out" by a another organization with more clout. To the first arguement I would reply that it seems to me anemic at best. It is not whether the present site is acceptable which is the question, but rather whether is is the best site. The sites at the university provide all of the same facilities, and at no cost. To the second arguement, I would answer that there is no such thing as security in this life, only opportunities. Once we begin to meet at the university, we should strive to show the university that we are a valuable resource to them, providing a service to both the campus and the community. On their part, the university would like us to sign an agreement with them on a semester basis. In practical terms, this means on a 6-month basis. This enables them to have some stability in their allotment of meeting places. This does not sound to me like we would be "kicked out" on a moment's notice.

What are the advantages to club members as individuals? Greater revenue means that we can provide you greater service. The extra funds could be used to add manuals to the publications library, software to the commerical library, or purchase additional hardware for the BBS or for demonstrations. In addition, it hopefully means that new people with fresh ideas, enthusiasm, and a williness to volunteer will join the club. I personally feel that this something to be welcomed, not feared. In summary, it means we can provide greater service to you as individuals. It will no doubt mean that some members will travel further to the new meeting site than to our present one. Wouldn't it be worth it however, if it meant a better meeting when you got there? We have some people who travel a considerable distance from Illinois to attend our meetings. Wouldn't you be willing to travel across town if the meeting place were changed? I believe in the club and am gratful for all of the benefits I have derived from belonging to it, and I would travel to whereever we decide to meet.

In considering the move, the first task was to determine who had the final decision making responsibility. The answer is the Board of Directors makes the final decision. However, we would be foolish indeed to arbitrarily decide to move if the majority of the membership was against it. At the September board meeting, it was therefore decided to get a sense of the membership's feelings on the matter by voting, or to be more accurate, having a referendum on the matter, at the November meeting, and then deciding the matter at the November board meeting. I would urge you, whether or not you agree with me, to be sure to attend the November meeting to express your view on the issue, and if you are able, to attend the board meeting to vote on it. Yes, any member in good standing can vote at the board meetings. I believe the move provides an opportunity to revitalize the club. But one thing is for sure, one thing that will kill it for sure is apathy.

[Editor's Note: The following article was reprinted from Mile High Atari Magazine, June, 1986 issue, with our thanks.]

130XE CONSOLE KEY FIX

XE CONSOLE KEY FIX
... that really works.
SUPPLIED BY THE CHAOS BBS (517) 371-1106

I found that I was not alone when I started having trouble getting my console keys to work on the ATARI 130XE the CHAOS club used for its BBS. It seems that very many of the machines develop this problem. I asked around and found several others that had done as I did, opened the keyboard and cleaned the button contacts, only to get good results for a week or so before losing them again. I then received a couple reprints of articles suggesting hardware fixes. I tried a couple that did not work, but one that worked the best came from Alan Haskell (printed in the SPACE GAZETTE, April/May '86). Heres how, with a small modification to save you the trouble I made for myself trying his recommended installation. You will need a small phillips head screwdriver, needle nose pliers, a small soldering iron, and three 3k (3,000 ohm) quarter-watt resistors. The smaller the resistors are physically, the better.

1. Turn over the XE computer and remove the 4 screwss that hold it together. Turn the computer over again and remove the top half of the case.
2. Lift out the keyboard and gently pull the ribbon out of its connector. DO NOT OPEN THE KEYBOARD as cleaning internally will not help, and you may damage the carbon tracks on the baking sheet inside.
3. Remove the motherboard from the lower half of the case by removing the Phillips screws holding it.
4. Remove the top and bottom metal sheilds from the board by carefully straightening the bent tabs that go through the board.
5. Observe the top and underside of the connector you pulled the keyboard ribbon out of. As seen from the top as you would look at the computer normally, there are 24 connections, with connection #1 at to left and #24 at the right. Connection #3 (from the left) is the ground connection. The last 4, #21, #22, #23, #24 are the START, SELECT, OPTION, and RESET connections. When a connection is made from these points to the ground, the computer will know one or several of the keys are being pushed. Due to a design problem, the console keys have a bit too much resistance to always register even when you really lean on them. So, we will install the three resistors between the connections and ground so as to "leak" a bit more ground signal to the computer. That way, not nearly so good a connection is required by the actual keys when pressed.
6. Identify the proper pins on the bottom side of the circuit board. We will install the resitors under the board.
7. Solder one end of all three resitors together. Then connect this common end to the ground connection (pin 3). Then solder the free end of the resiters, one each, to pins 21, 22, and 23. (The reset system never seems affected, nor any other keys.)
8. Be certain that the wires on the resistors do not touch each other nor any other circuitry! Use as little solder and as short a heating time as possible. Tape the resitors to prevent shorting if needed, and press them close to the circuitboard.
9. Reassemble the shields to the board, bending back the tabs to hold it all together. Look inside to be sure the resitors do not touch the lower shield.
10. Complete the re-assembly, taking extra care not to stress or insert the keyboard ribbon too many times. The spring contacts bend easily, and the conductive coating on the ribbon, if scratched through, will cause the keyboard to be useless. Don't worry too much, thats hard to do if you are careful. (The original mod suggested pressing the resistor leads into the connector so as to make it solder-free and simpler.... but that "simplicity" ruined my connector and made hour more work! Solder it!)
11. Test the repair. Power up the machine and type in this one line basic program:

```
10 PRINT PEEK(53279):GOTO 10
```

Then type RUN. You will see a row of 7's down your screen. Push OPTION. They should turn to 3's. SELECT will give you 5's, and starts will give you 6's. Combinations will give other numbers from) to 7. If each key responds, you have finished the repair. This has permanently fixed the problem on dozens of XE's. It has restored my keys to "feather touch" after a long siege of having to boot 5 or 6 times mashing the OPTION key trying to get a boot without BASIC. It WILL work for you. John Nagy, SYSOP of the CHAOS BBS (517) 371-1106

130XE CONSOLE KEY and KEYBOARD FIX

[Editor's Note: the following article was excerpted from Bill Skurski's column in the June 1986 issue of the West L.A. Atari Newsletter, with our thanks.]

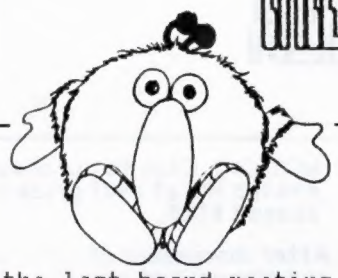
XE Function Key and Keyboard Repair

This comes directly from the Atari people in person in Sunnyvale CA.

If you are being troubled by an INSENSITIVE keyboard or BAD FUNCTION KEY response on the 130XE, here is the answer.

On the lower right hand corner of the 130XE motherboard, near the port that plugs in the keyboard ribbon, there are three resistors. The CENTER ONE which is R95 must be replaced with a 1K ohm resistor. This is the OFFICIAL ATARI FIX for this problem.<>

NOW is the TIME to write a review for YOUR MILATARI Newsletter!



The Fuzzy Nolan Review

by Gary Nolan

ONE DOWN AND A HUNDRED TO GO

At the last board meeting several things were decided, among which was the fact that we will participate in the Midwest Atari Expo to be held in the Chicago area. It's a shame that a show could not be held here in the Milwaukee area, but with the total lack of dealer support and what seems to be a lack of member enthusiasm for the project it was thought not to be possible. So it's off to the Windy City to dazzle, amuse and inform the masses. We will need some people to carry out our responsibilities, which as I mentioned at the last meeting would be along the lines of national advertising and the like. If you'ld like to help out give either Ron Friedel or myself a call and we'll let you know what's involved.

Another thing that was decided was to raise the dues effective Jan. 1st, 1987. Dues would go from $15 to $20 for individuals and from $20 to $25 for families. Not really a lot when you consider what you get and that the last raise was two years ago. Since this is a by-laws change it will have to be voted on and approved by the membership. The vote will be taken at the November meeting so you might want to attend and vote and maybe re-up at the old rates if the measure passes.

Another item you might be interested in might also come up for a vote at the November meeting. That being a change in the meeting site from our current location to one at UWM. Now if you like the current site and would not like to move, come and let your voice be heard. Likewise if you favor the move show up and support your cause with your vote. Even if you don't care where we meet, show up so you can find out where we'll be come Jan. 1st. I said that it might come up at the Nov. meeting because there are still some questions that have to be answered, but come anyway because we'll all be at the Dec. meeting for the annual programming contest, right?

Another change that was approved at the board meeting concerned the BBS and levels given to those accessing it. All members will be at the same level. No more multiple levels depending on when and how much you upload. Non-members will be at a lower level though. The BBS should be up and running at 1200 baud by the time you read this as we purchased a new modem at the last meeting.

THE CALM BEFORE THE STORM?

Not much in the way of good juicy rumors lately. But the three most popular right now are about a 32-bit computer, laser printer and CD ROM drive. The laser printer was supposed to be announced at COMDEX so we should know by the next meeting if we'll have something to save our pennies for, for next year. The 32-bit computer is at best a year away. And the idea of a CD ROM disk seems to be fading as a product for the masses.

So what does that leave us to hope for in the coming months? How about IBM emulation? Probably not for quite some time. If "Daddy J" had seen a real market for it, it would be here. It might be a little imperfect but it would be here, and the improvements would come later. So what IS left to hope for. How about super high res graphics with super fast animation. Maybe multi tasking and multi user functions. Lets back up and add the ability to run multiple operating systems not just do the IBM clone bit. You know CP/M (both 8 & 16 bit), Unix, TOS, GEM, Amiga, Apple (MAC and the new GS) and all forms of MS-DOS. I said that a 32-bit machine was a year away, well would you wait for a machine that could do this and cost about $3000? Nobody has said that Atari's new machine will do this but think about this. Atari has said that it will use a Motorola chip in its new machine. Motorola is developing a 32-bit CPU that will run most popular 8 & 16 bit operating systems. Don't forget that all the above mentioned OS's will run on the 68000 chip, so it's not impossible. The price might be a little low but "Daddy J" has brought out computers for prices that nobody thought possible before. And he may have to move quickly because Apple's new GS computer has hit the market. I've read two reports and seen only a little of the graphics run on a demo, but the machine does look like it will sell a lot of units. Being able to run most of the 2E programs and use most boards designed for the 8-bit computers has got to be a plus. Couple that with 16-bit precision, speed and memory and you have all that Atari fans were hoping for, for the ST's.

Mil*Atari BOARD MEETING 9/22/86
7:30 pm Bluemound Ground Round

Officers/Members Present:

Ron Friedel (El Prezidante)
Steve Tupper (El Vice Prezidante)
Carl Mielcarek (Club Dough Doler)
Steve Armstrong (General Secretary)
Roy Duvall (Newsletter Editor)
Dennis Wilson (ST Disk Librarian)
Bob Bubinger (8 Bit Librarian)
Rich Dankert (Placated BBS Sysop)
Dennis Bogie (Bogie Database Man)
Gary Nolan (Fuzzy ex-prez, I)
David Fraser (Phaser ex-prez, II)
Peter Kurth (Concerned Member)
Ken Jennings (Concerned Member)
Dave Mumper (Concerned ST SIG)

Members Missing:
Bill Feest (Publications)
Lee Musial (Cassette Librarian)
And You! (unconcerned member)

MOTION: Approve August 1986 Minutes

Mvd: Dave F,
Scd: Gary N,
Crd: Ayes

Mil*Atari's Officers Report:

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V.P. Steve T.: Upcoming Events
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10/86 64K Print Buffere
Dave Coak

11/86 To be announced
12/86 To be announced

Negotiations with local dealers and distributors regarding future product demonstrations should yield interesting fall programs.

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Secretary Steve A: Report
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Club survey mailed in August newsletter and collected at the September meeting. Over 40 were returned at the meeting! Thanks! The towel makes a nice ST cover and goes well with thumb when ST stops being user friendly. Peter Kurth will begin compiling the results from the survey.

Working with Ray Hill to develop C/ACTION! Educational SIG. First meeting attended by four members. Still room for more to join! The Club to get 30% of tuition paid. SIG Orientation and registration occurred at the September meeting. Course outline distributed. Files and handouts for next 6 meetings. Ray to teach next month.

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Treasurer Carl M.: Report
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Income & Expenses reported

Bills presented: phone, rent, your newsletter, disks, etc.

MOTION: Board Authorizes Payment of Bills
Mvd:Dave F.
Scd:Gary N.
Crd:Unanimous

Club expenses note:
Printing your newsletter uses 10 reams of paper and costs 12.5 cents each to produce.

In July the Board asked that An Income and Expense Report be prepared at the end of each month by Carl M. to be published monthly. See newsletter. Summary: 'better than last month when at end of summer low'.

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Disk Librarian Dennis W: Report
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Last July three positions created:
- ST Librarian (Dennis W)
- 8-bit Librarian (Bob Bubinger)
- disk sales cashier (being asked)

Candidates have been contacted. We await their word of acceptance.

ST PD Disk collection expands. 70 available disks! More coming! 2 sets of ST masters authorized at August meeting now exist. One kept by Dennis. Other Keeper of The Disks to be named.

5 programs in commercial library

5 1/4" disk backlog determined to be 286 disks. Dennis will bring 2 each of the previous 12 disks for sale at meetings. Prior to that will be special order only.

Disk sale profits keeping this club afloat. ST disks sales provide 3/4ths of sale income.

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BBS SYSOP Richard Dankert: REPORT
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More than 8000 calls logged.
More than 2000 messages posted.
188 validated users. 3/4ths are members or 'former members' of Mil*Atari. Actual member count available October meeting. Modifications make BBS faster more efficient.

Rich noted the needs a 1200 baud modem would address, including:

1) Long distance users calling to upload the good new stuff.
2) This modem supports heavy translation modes needed to allow non-8 bit computers to easily access the board. ST users lacking FLASH! need it.
3) CRC protocals supported by it.

MOTION: Club to purchase an Avatec HC at best price not to exceed $125.

After discussion of affordability and disposal of current club modem

Mvd: Peter Kurth
Scd: Rich Dankert
Crd: Majority hands 3-opposed

MOTION: Retire the 1030 Atari modem to Commercial Library for loan to members interested in telecommunications. A $20 check deposit will be required. Details concerning non-working return to be considered at next meeting.

Mvd: Peter Kurth
Scd: Dave Fraser
Crd: Majority Ayes
1 sleepy abstention

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Cassette Librarian
Lee Musial: NO REPORT Absent

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Publications Librarian
Bill Feest: NO REPORT Absent

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New Business: Dennis Wilson
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CONCERN: Security issue for commercial library programs.

MOTION: Take question to the membership in November--should a security deposit be asked to cover the checked out item and if so, what amount?

Mvd: Dennis Wilson
Scd: Rich Dankert
Crd: Unaminous Ayes

CONCERN: Meeting site possible at UWM at no cost to club. The problem of guarenteed time will be further investigated by Dennis. Other sites may be suggested by club members to officers.

MOTION: Poll members at November meeting to see if a new site at lower cost would be acceptable. If acceptable January would be earliest possible date of new site as meeting place. Notify members through Newsletter, BBS, and at October meeting. Site selection to be made at November Board meeting.

Mvd: Dennis Wilson
Scd: Steve Tupper
Crd: Majority Ayes, Roy D. slept
Packers score

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..ew Business: Roy Duvall
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CONCERN: Flimsy finances of club are monthly concern, It may be time to (are you sitting down?) raise the dues by $5,

MOTION: At the November meeting ask the membership to amend the constitution to require the dues to be raised by $5,

Mvd: Roy Duvall
Scd: Gary Nolan
Crd: Majority Ayes, Roy abstained dreaming Packers beat Bears,

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New Business: Fuzzy & Frazer
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Gary and Dave's computer workshops to be held on the first Wednesday evening of the month are being planned, They asked for Mil*Atari sponsorship with club members providing systems and skills,

October' topic: TELECOMMUNICATIONS with demos of FILE TRANSFERS between various machines, GENIE, SOURCE and other telecom services would be demonstrated, Waukesha State Bank can provide 5 telephone lines for this workshop, Attendees would be encouraged to bring their own systems and to buy disks prepared by the club for the workshop,

November's topic: Programming Languages: ACTION!, ASSEMBLER, BASIC, C, FORTH, PASCAL, etc, Each language would be outlined with discussion of merits, uses and limitations of each, Bring your system and try out a new language,

December's topic: Word Processing covering text formatting, printing and graphics using various printers software and systems,

Future workshop topics: database, electronic publishing, spreadsheets,

Volunteers are sought to help out, If you know how to use software consider helping at the workshops,

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New Business: Gary Nolan
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A mid-western Atari Exposition is being planned by several user clubs, Madison, Green Bay, possibly Chicago and our club if we would approve it, Atari Inc.'s Neil Harris has not responded to Gary's inquiries to date! But Ms, Sandy Austin has indicated that $5,000 would be provided 'up-front' by Atari if adequate local sponsership can be developed, including local vendors, distributers and dealers, Expenses would include insurance ($500) plus site fees, Atari will come and display products and meet with the public, To make this dream expo come true we need:

1) To find a meeting site that will appeal to both Wisconsin and Northern Illinois club members and interested attendees, Diplomatic club support needed here,

2) Contact vendors, distributors, and others to appear at expo, Club interest and support needed here,

3) Advertise, Advertise, Advertise, club support needed here,

Mil*Atari could be a Sponsor and encourage other clubs to help if:
1) help with vendor contact
2) agree to a N, Illinois site

MOTION: Mil*Atari to helps sponsor Midwest Atari Show by having club members assist with Show promotion and vendor contact,

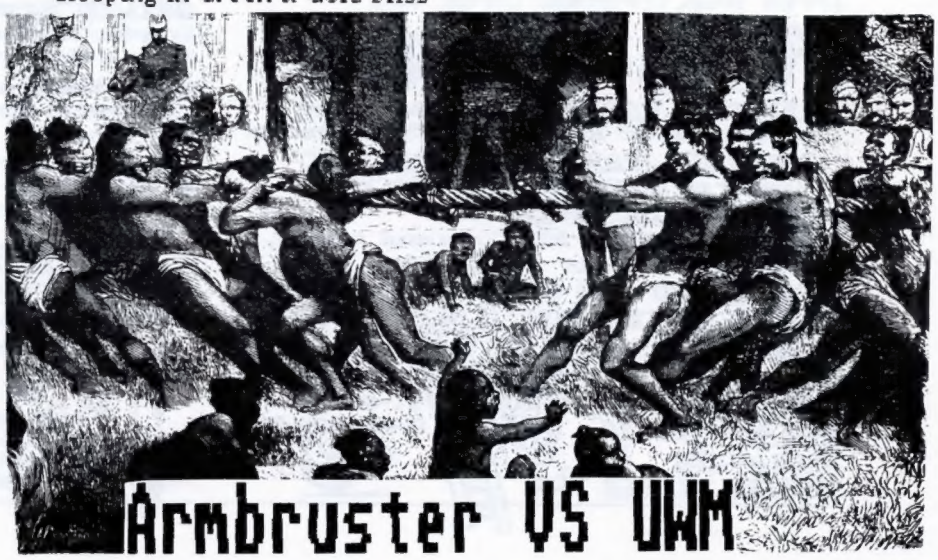
Mvd: Dave Fraser
Scd: Steve Tupper
Crd: Ayes, 1 abstaining sleeper

Meeting adjourned 9:15 pm,

Mvd: Gary Nolan
Scd: Richard Dankert
Crd: Ayes had it and left Roy sleeping in Green & Gold bliss

EDITORIAL

I won't move to U.W.M.



MILATARI WINTER CONTEST DEC. 20

MILATARI is sponsoring it's third holiday contest! The contest is open to members only. There will be three age groups, Under 12, 12 thru 16, 17 and older. Also two computer classes the 8 bit, and the S.T. machines.

The judging will be done by the membership present at the December Armbruster meeting.

The Judging should be based on originality, creativity, playability, visual and sound effects, holiday theme and presentation. One vote per membership per Age Group.

The only catch is you must bring your own equipment to demonstrate your program. You can arrange to share the equipment though. If it is impossible to provide your own equipment contact one of the MILATARI board members to see if they can help you find a sharable machine. Please register your entry with the Contest Committee or a Board Member as soon as possible.

All entries should be original programs. However You can use commercial programs to build your displays or music in the program, but the program you display must be created by you the member.

All entries remain the property of the authors, although donation to the club library is encouraged.

1st place prizes to be awarded (probably a software package and the Famous Club T-Shirt). Winners' names will also appear in the January newsletter! Remember to select a Holiday theme fitting to the Season.

Entries can be displays, musical, interactive, or games. Good luck to ALL. Ladies and Gentlemen ... start your Atari's!

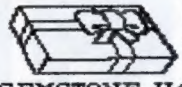
STOCKING STUFFERS

DISKETTE NOTCHER $4.95
Double the storage on all your 5 1/4" disks with this high quality notcher.

JINGLE DISK - Make personalized holiday cards * Watch a holiday show on computer * Listen to traditional Yuletide carols * All for only $9.95 ! ! !

DISK FILE - Stores 50-70 5 1/4" disks

RAINBOW PAK 300 - 100 sheets of each red, blue, & gold tractor feed paper for Print Shop, Christmas Cards, etc.



GIFT IDEAS
$14.95 each

GEMSTONE WARRIOR/SSI Fast-paced arcade classic! Recover the 5 gemstones!

COMPUTER QUARTERBACK 1985 DISK
(Requires COMPUTER QUARTERBACK)

COMPUTER BASEBALL/SSI

COMBAT LEADER/SSI Command tanks, platoons, squads - but think fast!

EAGLES/SSI - WWI biplane aerial combat!

RACING DESTRUCTION SET/EA

JUMPMAN JR/Epyx (R) JUMPMAN

MERCENARY ST $22.95 each 8-Bit $10 each: NINJA

HITS FROM THE UK

10TH FRAME
ST-$29.95
8-Bit-$28.95

MARAUDER

STREET SURFER

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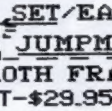

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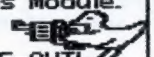

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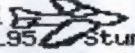

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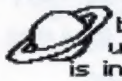

SHARED DRIVES

(reprint: March, 1986 SCAT)

With the prices on 8-bit computers dropping, I have ended up with a number of computers and too few disk drives or printers to go around. I made a cable to connect two computers to one or two disk drives, so two people can play games simultaneously, or to access one disk with two different programs running without reloading programs.

If you want to get more use out of your system, this is how I do it. I do want to warn you, though. I could not find the technical data to know for sure if this hookup is completely compatible, so I make no guarantees. But I have it hooked up and use it with a 130XE and an 800. This hookup has also worked successfully on an 800 and a 400, and on two 800s. The disk drives I have used are an Atari, Indus, and a Rana, both alone and daisy-chained. So far all systems work fine.

You will also have to have two monitors or an antenna switch to view each computer's output. Here's what each cable pin is used for with a 13-pin plug: *1 – Clock In; 2* – Clock Out; *3 – Data In; 4* – Ground; *5 – Data Out; 6* – Ground; *7 – Command; 8* – Motor Control; *9 – Proceed; 10* – 5+v/Ready; *11 – Audio In; 12* – 12+v; *13 – Interrupt.

To make the new cable, use pre-made cables, one 3-foot, the other 6-foot. Cut the 3-foot cable in half, and cut 1.5 feet off the 6-foot cable, leaving 4.5 feet on the other end. Obtain a 2-foot length of 6 conductor cable, and connect one end to each terminal of a DPDT switch. Now mount the switch in a box which will sit in front of your disk drive. You now have one switch with cable attached and 4 plugs with cable attached (only 3 will be used; set aside one plug for parts). Mark the plug with the 4.5 foot length of cable (C) for computer and one 1.5 foot length (C) for the second computer, and another 1.5 foot length (D) for disk.

Take the case off the plug to determine the color of the wires to each pin or use an ohm meter or a continuity checker to determine the color of the wires and make a chart. There is no standard color code, so be careful. Find the 3 wires attached to pin *1 of each plug and splice them together. Continue to splice wires for pins 2*, *3, 4*, *5, 6*, *9 and *13. Now splice the wire from pin 12* of one of the computer plugs to 12* of the disk plug (two wires), and repeat for pin *11. (The 12 volt cannot go from computer to computer, and the audio will sound in both monitors if connected.)

Tape the extra wirres from the other computer cable from pin *11 and 12*. Splice the wire from pin 10* of one computer plug to the wire connected to one corner of the DPDT switch. Repeat for the center tap of the switch to 10* of the drive plug, and repeat for the other wire on the same side of the switch to pin *7. Make sure you don't mix up the wires – the switch should have the configuration in figure 2.

FIGURE 2.

C1	Dr	C2
10*	10*	10*
7*	7*	7*

Now solder all the splices and tape them separately so no splices can touch each other. Then wrap tape around the splices so it makes a neat package. Use a continuity checker or an ohm meter to **CHECK YOUR WORK BEFORE** plugging them back into your computers. This is it; you're done. If the switch points to the opposite computer, just take it out and turn it around without unsoldering any wires.

FIGURE 3.

COMPUTER DRIVE COMPUTER

```
*13-----*13-----*13
12*-----12*-  -12*
*11-----*11-  -*11
10*-//--10*-//--10*
*9------*9------*9
8*------8*------8*
*7-//---*7-//---*7
6*------6*------6*
*5------*5------*5
4*------4*------4*
*3------*3------*3
2*------2*------2*
*1------*1------*1
*--------*  = wire connected.
*-//------*  = switched lines.
*_          _* = not connected.
```

FIGURE 4.

```
Plug *---.....---* Plug
        (splice)
Plug *---.....--% DPDT SW
```

– Roger Brandt

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Reprinted from Atari Computer

Club of the Palm Beaches

The Dallas Quest-solution

by J.I.Korneluk

To all of you adventurers otu there who own The Dallas Quest,you may be glad I'am back!
All of you who have strugled for hours trying to figure out one little thing,here is the answer...

The solution for The Dallas Quest-

From Living room-E,GET ENVELOPE,N,GET SUNGLASSES,N,OFFER SUNGLASSES,GO BARN,DROP OWL,GET SHOVEL,S,S,S,W,DROP MONEY,GET BUGLE,W,N,N,PLAY BUGLE,DIG GROUND,LOOK,READ TOMBSTONE,E,N,OPEN DESK,GET POUCH,N,N,W,W,N,LOOK AIRPLANE,OFFER TICKETS,GET KNAPSACK,OPEN KNAPSACK,JUMP,OPEN POUCH,OFFER TOBACCO,CLOSE POUCH,S,S,LOOK,TICKLE ANACONDA,S,S,GO DINGHY,OPEN POUCH,OFFER TOBACCO,CLOSE POUCH,ROW BOAT,PLAY BUGLE,S,OPEN POUCH,OFFER TOBACCO,CLOSE POUCH,DRAW CURTAIN,DROP ALL,GET KNAPSACK,OPEN KNAPSACK,GET SUSPENDERS,GET ROPE,GET MIRROR,PUT MIRROR,GET PHOTOGRAPH,PUT PHOTOGRAPH,GET POUCH,PUT POUCH,CLOSE KNAPSACK,DROP ALL,GET FLAHLIGHT,CLIMB LADDER,LIGHT FLASHLIGHT,DROP FLASHLIGHT,,E,S,GET KNAPSACK,CLIMB LADDER,GET FLASHLIGHT,W,UNLIGHT FLASHLIGHT,SHOW PHOTOGRAPH,GET COCONUTS,W,OPEN POUCH,OFFER TOBACCO,GIVE EGGS,GIVE MIRROR,OPEN KNAPSACK,GET RING,CLOSE KNAPSACK,WAVE RING,HEAT EGGS,LIGHT FLASHLIGHT,DROP RING,LOOK,GET MAP,NO,GIVE MAP TO SUE ELLEN...

That'S it!...We just solved THE DALLAS QUEST!!!

COURTESY OF J.I.Korneluk

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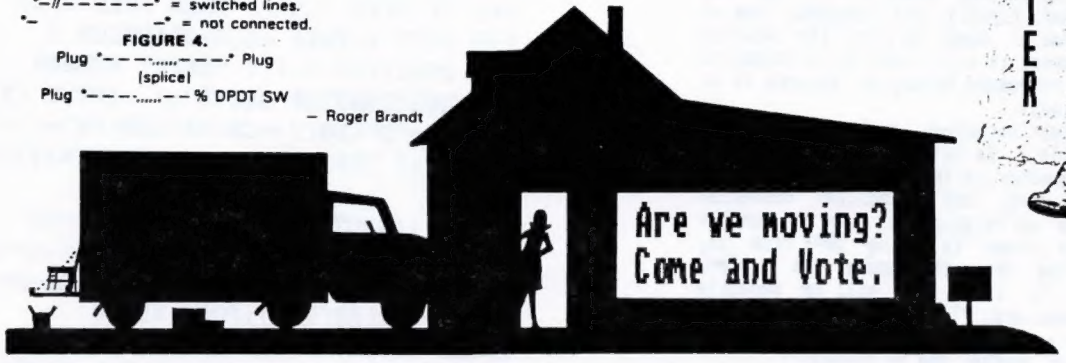

Reprinted from Pokey Press

HOW TO ENLARGE YOUR
SM124 MONOCHROME MONITOR'S
SCREEN SIZE
by Jack P. Durre'
From the World Wide Users Network

If you've used the Atari ST computers with the SM124 monochrome monitor, chances are quite good that you have come to accept the wide (black or white) border surrounding the usable area of the screen. You may have asked "why?", but probably only grumbled about it, and went back to work. If you've got the time (about 15 minutes, on average), the tools (3 or 4, and available from most Radio Shack stores), and the nerve (very little required!), this article will explain how you can actually have a LARGER, usable screen (as compared to the Mac)!

First, credit where credit is due...The original information for this modification came from the April, 1986 issue of "ST APPLICATIONS" magazine, in an article written by Albert Lew. I am merely explaining my own methods, following the original steps as outlined in Mr. Lew's article.

That said, let's get the caveats out of the way: While I may personally consider the following modifications to be simple and straightforward, I can't write a "Hello World" program in BASIC!!! In other words, what may be "simple" for me, may be quite difficult for you. If you feel that you are NOT qualified to make these modifications, DON'T! Find an able (and willing!) friend or service technician to do it for you, or forget the whole idea, and live with what you've got! If your monitor is in warranty, opening the case will, obviously, void that, and the possibility also exists that even if you wind up paying for repairs, the technician MAY refuse to work on your machine! (Chances are, however, that he's more likely to want to know more about making the mods himself!) Further, the electrical current coming from the wall plug is enough to knock you silly, or worse, and inside of the monitor case, it gets even stronger, so be aware that touching the wrong thing may well put you into an "endless loop" of your own! In other words, YOU CAN GET KILLED! Now, if you've decided that you'd "kill to have a larger screen", then follow me!

Tools: These are really few in number, and quite simple to come by. Mr. Lew suggested some non-TV type of tools, but I'm going to stick to my guns here, and insist that you use the right tools for the job! You'll need a Phillips screwdriver, preferably a #1 size. (If you don't know the difference between a Phillips, and a slotted-head screwdriver, let me stop you right here, and suggest that you return to your programming!) You'll also need two TV "tuning tools"; a hex-tool, 3/32" ("across the flats", as they say) and a flat-bladed tool, 1/8" or so in blade width. Both of these tools should be made of non-conductive (plastic) material, and longer is better! A make-up mirror is also quite handy, particularly a free-standing one. I might also suggest a thick towel or other material to protect the face of your monitor and the top of your desk, during the time that you are moving it around. Finally, the toughest item of all...some CLEAR SPACE! You'll need to move the monitor around a little, and of course, it will need to be connected to your CPU (and I DON'T recommend trying to balance it in your lap!), so plan accordingly.

Next, let's try to orient ourselves, so that you aren't amputating the screen, while I am talking about the power cord! The "front" of the monitor is the viewing screen, the "rear" is where the power cord, and CPU/Monitor connector cable exit the case. Since we're going to turn the entire thing around, so that the screen is facing AWAY from us, "right" will now be the side where the speaker is located, and "left" obviously (it IS, isn't it?) will be opposite that, where the control knobs are. "Top" will still be in its usual location, and if you haven't already figured out where the bottom is, it's time for another cup of coffee!!!

CONVERT 8-BIT FILES TO STWRITER FILES

And the other way around.

By Levin Soule'

The following program strips all Control codes and converts the Atari 8-bit CR to the STWRITER CR. You then can use Linkline to port the file to STWRITER. To convert a file ported from STWRITER to the XL/XE, you change POKE X,0 to POKE X,155, PEEK(X)=155 to PEEK(X)=0 and POKE ZZ,0 to POKE ZZ,155. See lines 140 and 170. After running it you need to delete the line or two of garbage found at the end of the file. This is the program I used to get the September newsletter ported to the ST, how part of this newsletter got into the ST, and how the revised newsletter gets ported back to the XL where I use PaperClip to print it to disk for WRB BBS.

```
0 REM SAVE"D:XL2STWRT.BAS"
10 DIM B$(79),C$(1),D$(15),E$(30)
,F$(15)
20 DIM MEM$(FRE(0)-100):AA=ADR(MEM$)
+1000
40 GRAPHICS 0:? :? "INPUT NUMBER OF
 SOURCE DRIVE"
50 ? :INPUT C$:D$="D":D$(2)=C$
:D$(LEN(D$)+1)=":"
70 ? :? "INPUT NAME OF SOURCE FILE"
:? :INPUT F$:D$(LEN(D$)+1)=F$
80 CLOSE #2:OPEN #2,6,0,D$:INPUT #2
;E$:CLOSE #2
90 Z=VAL(E$(15,17)):ZZ=Z*125+5
:POKE 559,0
100 OPEN #1,4,0,D$:POKE 850,7:C=INT
(AA/256):POKE 853,C:POKE 852,AA-C*256
110 C=INT(ZZ/256):POKE 857,C
:POKE 856,ZZ-C*256
120 I=USR(ADR("hhh*LVd"),16):CLOSE
 #1:REM Underlined "*" and "d" are
 inverse video
130 FOR X=AA TO ZZ+AA
140 IF PEEK(X)=155 THEN POKE X,0
:GOTO 170
150 IF PEEK(X)<32 THEN POKE X,32
160 IF PEEK(X)>127 THEN POKE X,32
170 NEXT X:POKE ZZ,0:GRAPHICS 0
180 POSITION 2,1:? "INPUT NUMBER
 OF DESTINATION DRIVE":? :INPUT C$
200 D$="D":D$(2)=C$:D$(LEN(D$)+1)=":"
210 ? :? "INPUT NAME OF DESTINATION
 FILE"
220 ? :INPUT F$:D$(LEN(D$)+1)=F$
310 OPEN #1,8,0,D$:POKE 850,11:C=INT
(AA/256):POKE 853,C:POKE 852,AA-C*256
320 C=INT(ZZ/256):POKE 857,C
:POKE 856,ZZ-C*256
330 I=USR(ADR("hhh*LVd"),16):CLOSE #1
340 POSITION 2,21:? "DONE":END
```

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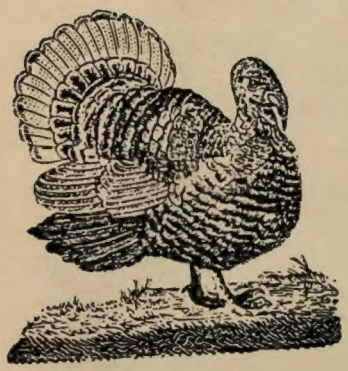

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